

# Glider Contest Detail Data Sheet

Contest ID: 20011-LSMU

Duration: 6.1.2001 - 24.1.2001

Audience: All dESPairados and guest pilots

## 1.) How to participate in this contest (20011-LSMU)

Step by step instructions follow:

Read the COM, register in the database, download the contest package, install contest files, fly a few test rounds, perform your contest flights and finally report back your results..

## 2.) The glider (BSP-1 (v2) by Bob Brown)

In the contest package (download) you find the official BSP-1 glider. Use this glider only. Install the aircraft by copying the whole folder into the Planes folder insider your XP folder. You are not allowed to modify any parameters of the aircraft. Use it exactly as it comes to you in the download package. You are not allowed to redistribute this aircraft, modified or not. Fly a few trips around Buochs to get the feeling for this bird.

## 3.) The Scenery (Buochs, Vierwaldstättersee / Switzerland)

In the download package you find scenery files for the contest area in Switzerland. Install the following the guidelines posted on the contest homepage. It's the same procedure as with every other custom scenery package... For an enhanced experience, you may want to download the full Swiss Scenery package, available at the internal scenery section. The scenery may not be redistributed, modified or unmodified. No commercial use allowed.

## 4.) The Sim Settings

You are required to select the following settings in XP:

**Thermal coverage : 35%**

**Thermal strength : 650 fpm**

**Thermal Top altitude : 8500 ft msl**

**Wind & Turbulence : none**

**Temperature : 62 F**

**Weather Rate of change : stagnant**

In the **Data output option** screen, select the following options to be output to the harddisk:

- Time
- Distance travelled
- aerodynamic forces (I/d/s)
- VVI
- Altitude (MSL/AGL)

All other settings can be freely chosen. DON'T use RealWeather files!  
Screenshots of the settings menu are available in the download package.

## 5.) Contest Rules

Read the COM for general contest rules. Additional, contest specific rules:

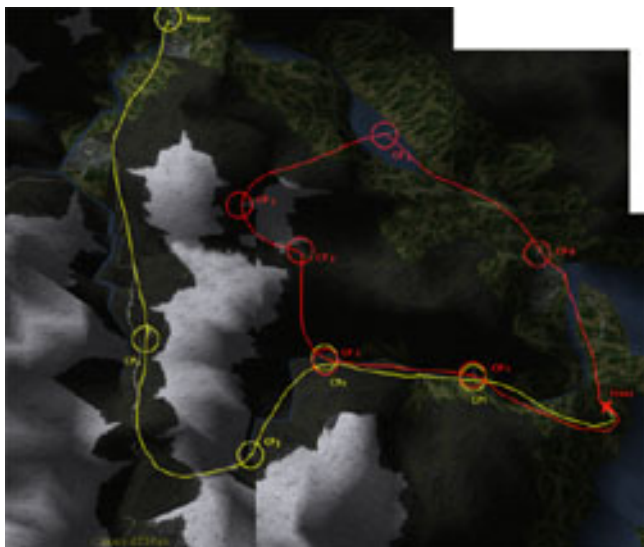
- Fly the BSP-1 (v2) in XP 5.54
- Set the exact values as in 4.)
- You have officially two tries - report back the better one
- You fly as real as you can - respect general flying rules
- Only flights with successful landings count
- The timer starts when releasing brakes at departure airport (Buochs) and stops when crossing the intersection of the rw 5 and the diagonal taxiway.

## 6.) The Flight / route

This second glider contest will be held in two parts. Two race routes have been prepared, and we will perform a race on both. The winner of the contest is the dESPairado with the shortest total flight time. We will perform the two races in sequence. First we all perform the RED race route, and after ta little party, we will fly the second YELLOW route.

**Briefing route RED** (first part of the contest)

**Briefing route YELLOW** (second part of the contest)



## 7.) Reporting your results

After the successful landing, don't exit XP. Activate the 3D flight path mode and set yourself in movie replay mode. Then "rewind" the flight, and take screenshots of your plane passing the gates, and the finish line. Compress the screenshots as JPG (medium quality) and send them to the HQ, along with a ZIPed copy of your x-plane.out data file. Send the files to the HQ: [habakuk@g-point.com](mailto:habakuk@g-point.com)

Once you have performed two contest flights under the above described rules and conditions, you are invited to file your flight data in the [online database](#) of our contest. See the contest homepage.

## IMPORTANT NOTAM - IMPORTANT NOTAM - IMPORTANT NOTAM - IMPORTANT NOTAM - IMPORTANT

Don't forget - this is about FUN, about the joy of being up there, gliding like a bird over the beautiful valleys and alps. Try to fly the course in a short period of time but don't forget to have fun.

### Feedbacks:

We appreciate your comments and your feedback. We would like to hear how the flight was for you. Feel free to share the descriptions of your flight with others. Please send all comments and feedback to [info@g-point.com](mailto:info@g-point.com). They will be distributed to all members of the contest organization team.

### Contact:

- [bob@thebrowns.com](mailto:bob@thebrowns.com)
- [habakuk@g-point.com](mailto:habakuk@g-point.com)

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